Point-It! mini

USB/PS2 Compatible Pointing Device
Type-Matic On Screen Keyboard software

Features:-

- A compact USB/PS2 compatible joystick which gives accurate proportional control of the windows mouse pointer.
- Supports standard mouse button functions plus DoubleClick, DragLock and MouseSpeed.
- Advanced modes allows access to all mouse button functions with just one switch OR by “flicking” the joystick.
- 3.5mm jack sockets for connection of external switches for left/right button control.
- Different knobs available, one with a switch on top for left button activation.
- Can be located close to a user or fitted to standard mounting systems.
- On Screen keyboard with word prediction is included

Important Notes:

1. Read this manual carefully before installing or operating your Point-It!.
2. Due to continuos product improvement Unique Perspectives reserves the right to update this Manual. This Manual supersedes all previous issues which must not continue to be used.
3. Any attempt to gain access to or in any way abuse the electronic components of the Point-It! renders the manufacturer’s warranty void and the Manufacturer free from liability.

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1 Introduction

Point-It!

Point-It! is a compact USB/PS2 compatible joystick for use as an alternative to a mouse input. It gives smooth accurate proportional control of a Windows mouse pointer.

This small unobtrusive unit is designed to be attached to a TASH Mighty Mount or similar so that it can be located close to a user. It could also be mounted onto a wheelchair tray or desk top. It is not possible to operate the joystick without it being mounted first.

The joystick is a professional non-contacting type as found on powered wheelchairs and is available with different knobs including ball, taper, chin, sponge and T-bar.

Two external switch inputs are used to operate mouse button functions left click and right click. The left hand switch input operates the left mouse click. The right hand switch input can be programmed to operate right click, left double click or mouse speed functions. A third switch located in the top of the standard knob also operates the left click. DragLock feature allows a user to drag without having to keep the left button pressed.

Advanced Modes

The Point-It! can also be operated in two advanced modes: “Joystick+Switch” and “Joystick Only” modes.

In **“Joystick+Switch”** mode pressing the left button begins selection of a mouse button action. Then, rather than moving the mouse pointer, the next movement of the joystick makes a mouse button action. A left movement for left click, a right movement for right click , a forward movement for a double click and a backwards movement for a left drag lock. This mode is a good solution for a person who can activate only one button but who requires all mouse functions.

In **“Joystick Only”** mode all mouse button actions can be selected without ever pressing a button. For a left click the joystick is “flicked” to the left. For a right click the joystick is “flicked” to the right. For a double click the joystick is “flicked” forward and for a drag lock the joystick is “flicked” backwards. This mode is a good solution for a person who can only operate the joystick.

Type-Matic

Type-Matic is the On-Screen Keyboard software supplied in conjunction with Point-It! PC Joystick. It enables people who cannot use an ordinary computer keyboard to input text into any Windows® program!

A Grid of cells represents the keys of a keyboard. When the mouse pointer is positioned over a cell and the left button is clicked the key the cell contains is sent to the active program.

Advanced word prediction features speed up the typing process. As you type Type-Matic predicts not only the word you are typing but also the next word! Abbreviations are also used so that commonly used phrases can be typed quickly, for example, type “hau” and get “How are you”.

The Type-Matic Grid is completely configurable. Colours, fonts, grid size etc. can all be easily edited. Each cell can have its own key, colour, picture and help text. Type-Matic can be fully customized to suit different users and comes with a number of practical Grids to get you started straight away.

Windows® 98, ME, NT, 2000 and XP

2 Specifications

Electrical

Power Supply	5V 150ma DC
Quiescent Current	150mA

Mechanical

Weight	Approx. 500grams
Case material	Black ABS plastic.

Environmental

	Min	Max	Units
Operating ambient temperature range	-25	50	ºC
Storage temperature range	-25	70	ºC
Operating and storage humidity	0	90	%RH

The Point-It is not designed for outdoor use.

Intended Use

The Point-It is a USB/PS2 IBM compatible pointing device designed to enable those individuals who cannot use a standard computer mouse the ability to manipulate the windows mouse pointer.

The Point-It! is for indoor use only.

The Point-It! *mini* must be mounted before use.

The Point-It ! can only be connected to a PC with a USB or PS2 port.

3 Installation

Mounting

The Point-It! *mini* is designed to be attached to a TASH Mighty Mount or similar so that it can be located close to a user. It could also be mounted onto a wheelchair tray or desk top.

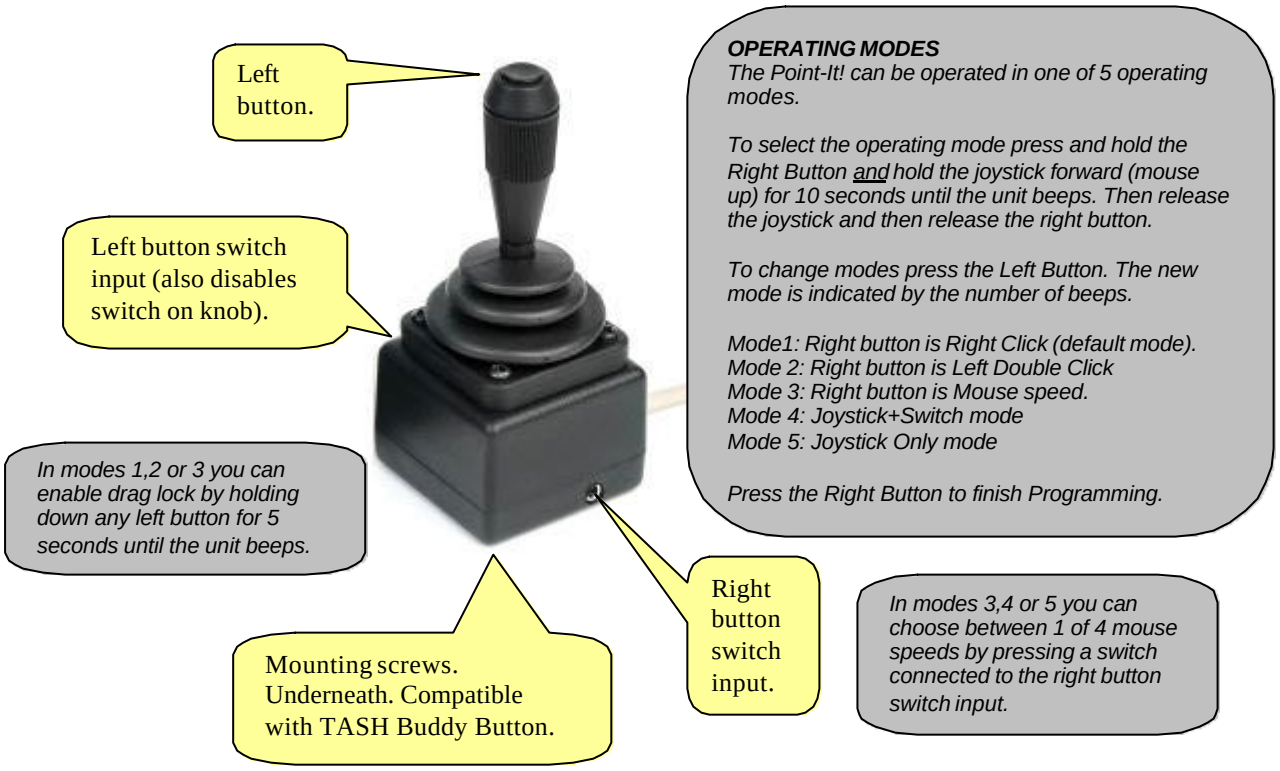
NOTE: It is not possible to operate the joystick effectively without it being mounted first.

Testing - Power On check sequence

1. Make sure your computer is off.
2. Connect the Point-It! to the USB or PS2 port of your computer.
3. Switch on your computer.
4. While your computer is booting the Point-It! should beep.
5. When Windows® is running confirm that the Joystick controls the mouse pointer.

NOTE: If you are installing a USB Point-It you may be asked to install a software driver. Refer to Appendix A at the back of this manual.

4 Operation


Left button.
Left button switch input (also disables switch on knob).
In modes 1,2 or 3 you can enable drag lock by holding down any left button for 5 seconds until the unit beeps.
Mounting screws. Underneath. Compatible with TASH Buddy Button.
Right button switch input.
OPERATING MODES
The Point-It! can be operated in one of 5 operating modes.
To select the operating mode press and hold the Right Button and hold the joystick forward (mouse up) for 10 seconds until the unit beeps. Then release the joystick and then release the right button.
To change modes press the Left Button. The new mode is indicated by the number of beeps.
Mode1: Right button is Right Click (default mode).
Mode 2: Right button is Left Double Click
Mode 3: Right button is Mouse speed.
Mode 4: Joystick+Switch mode
Mode 5: Joystick Only mode
Press the Right Button to finish Programming.
In modes 3,4 or 5 you can choose between 1 of 4 mouse speeds by pressing a switch connected to the right button switch input.

Note: *In the text below the terms "Press the Left Button" refers to pressing the switch at the top of the joystick or an external switch connected to the left button switch input. The term "Press the Right Button" refers to pressing a switch connected to the right button switch input. External switches are not supplied with the Point-It!*

Setting the Operating Mode

There are five modes. Three standard modes and two advanced modes.

To set the Operating Mode:

1. Connect an external switch into the right button switch input.
2. Press and hold the switch and hold the joystick forward (mouse up) for 10 seconds until the unit beeps. The number of beeps indicates the current operating mode. Release the joystick and then release the right button.
3. To change modes press the Left Button. The new mode is indicated by the number of beeps.
4. 1 beep for Mode 1, 2 beeps for Mode 2 and so on.
5. Press the Right Button to finish programming. The Point-It! will beep and return to normal operation.

NOTE 1: It is not intended that the user will set the Operating Mode during normal use. Typically this will be set just once when the joystick is first installed. The selection will depend on the user's needs and abilities.

NOTE 2: When the Point-It! is plugged in it will make one or more beeps to indicate the current operating mode. The factory setting is mode 1.

Operating the Point-It!

Standard Modes (1 – 3)

- To move the mouse pointer up the screen deflect the joystick knob forward.
- To move the mouse pointer down the screen deflect the joystick knob back.
- To move the mouse pointer to the left, deflect the joystick knob to the left.
- To move the mouse pointer to the right, deflect the joystick knob to the right.
- To generate a left click, click the left button.
- To begin a drag lock, press and hold the left button for 5 seconds until the unit beeps. Release the left button and use the joystick to drag the object about the screen. Press the left button again to stop dragging.
- Depending on the operating mode the right button can be used to generate one of the following mouse functions:

In mode 1	Right Click
In mode 2	Left Double Click
In mode 3,4+5	Mouse Speed (1 of 4 speeds indicated by number of beeps)

Mode 4 - "Joystick+Switch"

In "Joystick+Switch" mode pressing the left button begins selection of a mouse button action. Then, rather than moving the mouse pointer, the next movement of the joystick makes a mouse button action. This mode is a good solution for a person who can activate only one button but who requires all mouse functions.

- To move the mouse pointer up the screen deflect the joystick knob forward.
- To move the mouse pointer down the screen deflect the joystick knob back.
- To move the mouse pointer to the left, deflect the joystick knob to the left.
- To move the mouse pointer to the right, deflect the joystick knob to the right.
- To generate a left click, click the left button and then deflect the joystick to the left (the unit will beep).
- To generate a right click, click the left button and then deflect the joystick to the right (the unit will beep).
- To generate a left double click, click the left button and then deflect the joystick forward (the unit will beep).
- To generate a left drag lock, click the left button and then deflect the joystick backwards (the unit will beep).

In this mode pressing the right button changes the mouse speed.

Mode 5 - "Joystick Only"
In "Joystick Only" mode all mouse button actions can be selected without ever pressing a button. This is achieved by flicking the joystick in a particular direction to generate the desired mouse button function. This mode is a good solution for a person who can only move the joystick.

- To move the mouse pointer up the screen deflect the joystick knob forward.
- To move the mouse pointer down the screen deflect the joystick knob back.
- To move the mouse pointer to the left, deflect the joystick knob to the left.
- To move the mouse pointer to the right, deflect the joystick knob to the right.
- To generate a left click, flick the joystick to the left.
- To generate a right click, flick the joystick to the right.
- To generate a left double click, flick the joystick forward.
- To generate a left drag lock, flick the joystick backward.

In this mode pressing the left OR right button changes the mouse speed.

Note: In this mode when you move the joystick, there will be a short delay before the mouse pointer begins to move on the screen. This is because the Point-It! is trying to determine if you are making a flick of the joystick or whether you really want to move the mouse pointer. It you do make a flick the Point-It! will beep and then generate the chosen mouse button function (see list above).

Changing the Mouse Speed

The mouse speed can be set to one of four values. Slow, Medium, Fast and Very Fast. When the Point-It! is turned on for the first time it is set to Medium speed. To change the mouse speed you need to be in operating Mode 3,4 or 5. Press the right button once. Point-It! will change speed to the next setting. The number of beeps indicates the new speed setting.

TIP 1: For users with gross motor movements set the Point-It! to the slowest speed and allow the user to use the full deflection of the Joystick. The joystick contains a diamond shaped restrictor plate that helps a user locate the stick in one of four directions and hold it there.

TIP 2: If you are using Mode 1 or 2 first set the Point-It! to Mode 3. Choose the optimum mouse speed for the user by pressing the right button and then reset the operating mode.

Knob Options

A range of knob alternatives are now available for the Point-It! joystick including Chin, Sponge, Carrot, DX, Wrist plate, T-Bar and more.

These knobs are only inter-changeable with the Ball Knob version of the Point-It! joystick.

ORDER CODES

#301-USB-M	Point-It! Mini USB Joystick
#301-BALL-USB-M	Point-It! Mini USB Joystick with interchangeable ball knob
K-Ca	Carrot Knob
K-Q	Dynamic Knob
K-Ch	Chin Knob
K-Sp	Sponge Knob
K-Tbar	T bar
K-Wr	Wrist Plate

PS2 versions are still available by replacing "USB" with "PS2" in the order code.

5 Type-Matic Software

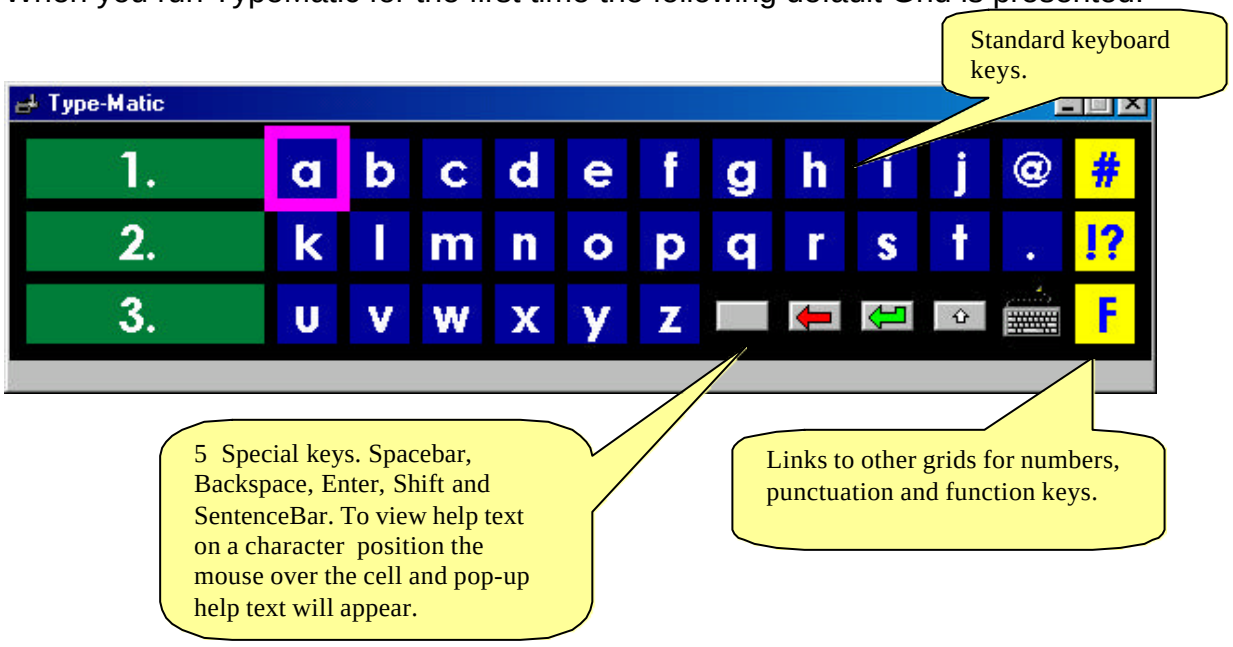
Installing the Software

1. Insert the CDROM into your CD-ROM drive
2. If the installation program does not “autorun” then choose ‘Run’ from the Windows Start menu and continue with step 3, otherwise jump to step 5.
3. Type d:\setup.exe. (if your CD-ROM drive is not drive D, type the appropriate letter instead.)
4. Choose OK.
5. Follow the instructions on the screen.

Running the Program

Run TypeMatic by choosing Programs from the Start menu and clicking on the TypeMatic icon.

When you run TypeMatic for the first time the following default Grid is presented:-


Standard keyboard keys.
Type-Matic
1. a b c d e f g h i j @ #
2. k l m n o p q r s t . !?
3. u v w x y z F
5 Special keys. Spacebar, Backspace, Enter, Shift and SentenceBar. To view help text on a character position the mouse over the cell and pop-up help text will appear.
Links to other grids for numbers, punctuation and function keys.

Now launch a word processing program such as WordPad and open a new document. To type, position the mouse pointer over the desired character and click. The character should appear in your new document.

Typematic's word prediction displays a list of words beginning with the characters you have typed. In the example below the 'h' character has been typed.

To choose one of the predictions simply click on it and watch it appear in your word document.

As you type TypeMatic will remember any new words you create.

When you type a space, TypeMatic tries to predict the next word in the sentence you are typing. Because this prediction is based on previous sentences you have written this prediction will not begin right away. The more you repeat certain sentences the more TypeMatic will learn to predict the next word in the sentence.

TypeMatic's abbreviation file, 'shorthand.txt', contains a list of abbreviations. Initially it contains only one abbreviation, 'hau'. Type 'hau', then enter and watch 'How are you' appear in your document. You can edit shorthand.txt located in the application directory and create your own abbreviations. Be careful to only use character groupings which do not constitute a word in themselves.

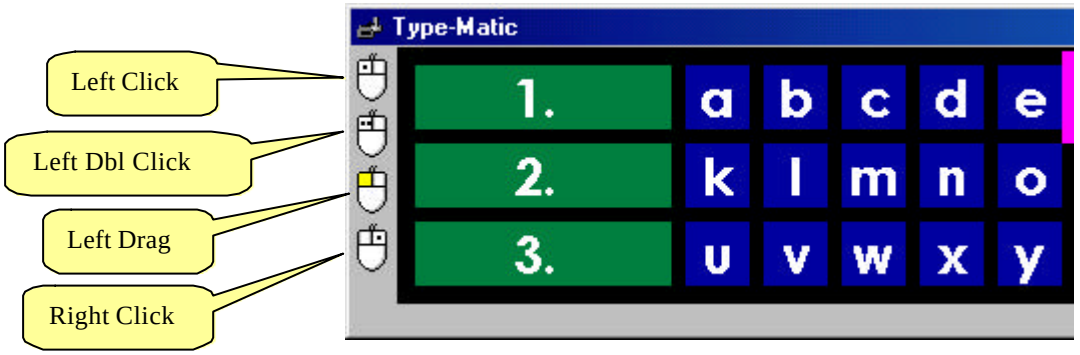
To quit the program right click on the window and choose 'Exit' from the Pop-Up menu. If the 'UpdateFile' property is set to 'Prompt' you will be asked whether or not you want to save any new words you have written. Choose Yes or No as required.

Setting the Dwell time

For users who are unable to use Left or Right click buttons a Dwell feature is provided whereby a cell is automatically selected by keeping the mouse pointer still for a certain length of time over the desired cell. This time is called the dwell time and can be set between 1 and 5 seconds. Right click on any cell in the grid and select Dwell time from the PopUp menu.

Now when you position the mouse pointer over a cell and keep it still for dwell time the contents of the cell will be typed into the active application, i.e. the cell is automatically selected without having to make a click.

Furthermore when you select a Dwell time a set of buttons representing Left click, Left Drag and Right click appear in the left hand side of the TypeMatic window. These allow you to generate mouse clicks in other applications by keeping the mouse pointer still for the dwell time over the control you want to click.



First select the mouse click you want to generate by keeping the mouse pointer still over the button representing the desired mouse click. After the button is selected (down position) move the mouse pointer over the control you want to click in the other application and keep it still for the dwell time.

Using the Sentence Bar

The Sentence Bar feature allows a user you to pre-prepare a sentence or word before sending it to the active application. To activate the sentence bar Right Click on any cell in the grid and click on Sentence Bar in the pop-up menu.

The Sentence bar will appear at the top of the TypeMatic window.

When you have finished typing your word or sentence click on the Enter cell to send the text in the sentence bar to the active application.

To de-activate the sentence bar Right Click on any cell in the Grid and click on Sentence Bar in the pop-up menu.

The Sentence bar can also be activated from a cell in the Grid identified by the following icon:

You would use this method if a person is unable to perform a Right Click.

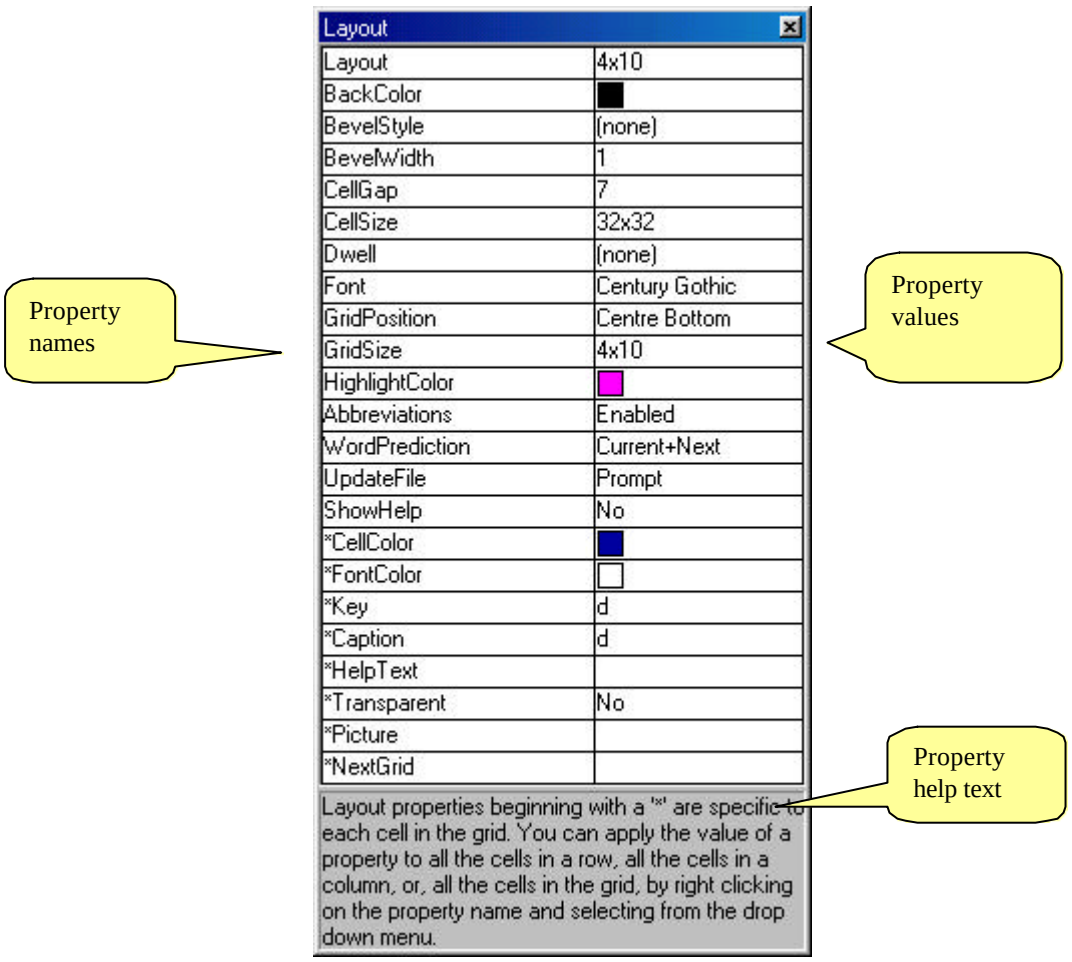
Note: If this cell does not appear in the Grid you are using, but you require it, then you must edit the Grid and create a cell with the “Key” property set to “SENTENCE_BAR”. This is one of the special keys selected from the drop down list. See the following page on how to edit the cells in the Grid.

In Windows 2000 and Windows XP it is not possible to input text letter by letter into certain text boxes. Examples of these text boxes include the FileName text box in WordPad® and the URL text box in Internet Explorer®. You will know when this happens because as you type each letter it overwrites any text that was previously in the text box. The result is that you can only type one letter. To overcome this limitation use the Sentence Bar.

Note: When you close TypeMatic it will remember if the Sentence Bar was activated or not. If you always use the Sentence Bar you will only have to activate it once.

Editing the Grid

To edit a Grid right click on any cell and choose ‘Edit Grid…’ from the pop-up menu. The Layout properties window is presented.



The left hand column displays the property names. The right hand column displays the property values. The panel at the bottom of the window displays the properties help text.

To view the help text of a property click on the property name. The help text for the property appears in the panel at the bottom of the window.

When you click on the property name a control appears in the property value field. The type of control depends on the property type, for example a drop down list for Grid Size, a file open button for Picture, a text entry control for Caption. Use the control to edit the property value.

Properties

Layout	You can have any number of grids with TypeMatic. Click the FileSave button to save the current Grid or click the FileOpen button to open another.
BackColor	The color of the background.
BevelStyle	The bevel style of cells in the grid. Can be set to none, Inset or Raised.
BevelWidth	The width of a cell bevel. Can be set between 1 and 8.
CellGap	The gap between cells. Can be set between 0 and 8.
CellSize	The size of the cells in the grid. Can be set to 16x16, 32x32 or 64x64.
Font	The font used throughout the grid.
GridPosition	The start-up position of the grid on the screen.
GridSize	The size of the grid. The smallest size is 4x4 cells, the largest is 8x10 cells.
HighlightColor	The color used to highlight cells.
Abbreviations	Specifies whether or not the abbreviation feature is enabled. The abbreviation list is stored in the file 'shorthand.txt' in the application directory. You can edit it to add more abbreviations using notepad.
WordPrediction	The type of word prediction used. Can be set to none, current word or current plus next word. When set to none the word prediction column is hidden.
UpdateFile	Specifies how the word prediction file 'typematic.dic' is updated with the words written and chosen by a user. Can be set to Always, Never or Prompt. If set to prompt the user is asked whether or not they wish to save any new words when they quit the program.
*CellColor	The color of a cell. If the cell is transparent this property has no effect.
*FontColor	The color of the font in the cell.
*Key	The key(s) to be pressed (simulated) when the cell is selected. Use '+' for SHIFT, '%' for ALT and '^' for CTRL. These special keys have a toggle function. To specify an actual plus sign use '{+}'. For '^' use '{^}', for '%' use '{%}'. You can select other special keys from the listbox. Note than when you select a key the text is automatically assigned to the caption. You can have the caption text different from the key text but always set the key text first, then the caption text.
*Caption	The text that appears in the cell.
*HelpText	The help text for the cell which will be displayed when the mouse is paused over the cell.

*Transparent	Specifies whether or not a cell is transparent. A transparent cell takes on the color of the background when not selected and the color of the highlight when selected.
*Picture	Each cell can contain a picture (bitmap or icon only).
*NextGrid	You can link a cell to another grid by specifying the file here. In this way you can have links to grids of numbers and punctuation. Always remember to have a link back to the main grid!

Editing the properties of a cell

Properties beginning with an '*' are specific to an individual cell and only effect the selected cell. To edit the property of a cell, for example it's key, click on the cell in the main window, then click the property name called 'key' and edit it's content.

A special case is the column of word predictions. These cells have the same properties. In other-words if you set the cell color for a word prediction cell it effects all word prediction cells.

Editing the 'general' properties of the Grid

Properties which do not begin with a '*' effect the general look and functionality of the Grid. For example the GridSize is a general property.

Saving and Opening layout files

When you have finished editing properties you can save the Grid as a file on your hard disk. The files are called 'tlf' files: 'Typematic Layout File'. To save a Grid click on the first property called 'layout'. A File Open and File Save button appear in the property value field. Click the File Save button to save your newly edited Grid.

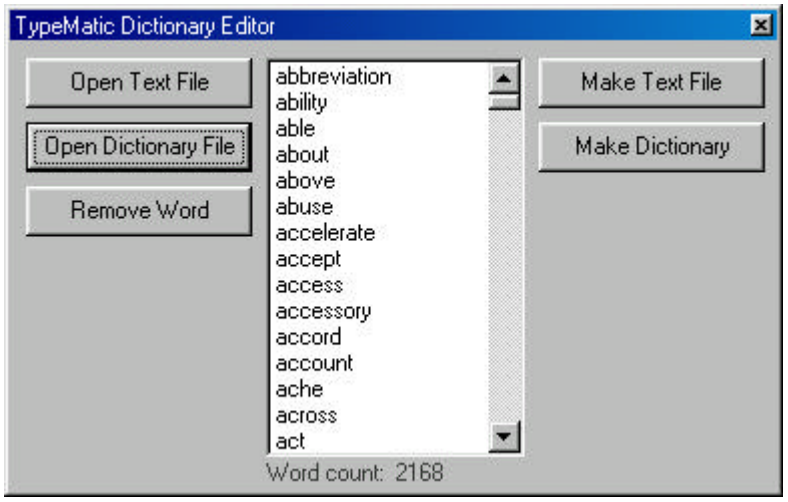
Typematic comes with a selection of files to illustrate different Grids. These files are called small.tlf, standard.tlf and colorful.tlf and are located in the application directory. To load a Grid click on the first property called 'layout' then click on the File Open button, locate the desired file and choose OK.

Note: When you close the Layout properties window TypeMatic will remember which Grid is in use and will load this Grid the next time it is run.

You can also open grids directly from the main TypeMatic window by right clicking on any cell and choosing Open Grid from the popup menu.

Editing the Dictionary

Included with the TypeMatic installation is a utility program called MakeDictionary.exe which can be found in the program directory. This program allows you to edit the dictionary or create a new one from a text file.



Tip: If you wish to merge a text file with the existing dictionary, for example to add a vocabulary set to a user's dictionary, first open the dictionary file and then open the text file. You will be prompted as to whether you wish to discard the exiting words. Choose No. Once the new words are loaded choose Make Dictionary.

6 Connections

Mouse Button Switches

If a user cannot operate the buttons on the Point-It! you can connect external switches. These connectors are standard 3.5mm jack sockets located on either side of the unit. The socket on the left operates the Left button, the socket on the right operates the Right button.

Note: When you insert a switch into the left socket the button at the top of the joystick is disabled. This is a feature to enable people to use the standard joystick knob but not the button at the top.

The Point-It! Can be supplied with a USB or PS2 cable.

USB Cable

The USB Cable is a standard cable that is connected to the USB port of your computer. If your computer does not support USB you cannot connect this version of the Point-It! directly to your computer unless you have a USB->PS2 adapter.

PS/2 Cable

The PS/2 Cable is a standard cable that is connected to the PS/2 port of your computer. If your computer does not support PS/2 you cannot connect this version of the Point-It! directly to your computer unless you have a PS2->USB interface device.

Note: You must specify when ordering whether you require a USB or PS2 version.

7 Maintenance

The Point-It ! should be regularly checked for integrity. Loose, damaged or corroded connectors or terminals, or damaged cabling should be reported to your Service Centre and be replaced immediately.

The USB/PS2 cable of Point-It ! should be regularly checked for integrity.

All switches connected to the Point-It ! should be regularly tested to ensure that they function correctly.

The Point-It ! should be kept free of dust, dirt and liquids. If necessary wipe with a cloth dampened with warm water or alcohol. **Do not** use solvents or abrasive cleaners.

Where any doubt exists, consult your nearest Service Centre or Agent.

There are no user-serviceable parts within the Point-It !. Do not attempt to open the case.

In accordance with the requirements of CE marking of this device and the Company's policy, it is requested that re-occurring faults or defects be reported back to Unique Perspectives Ltd.

Warning !! If the Point-It ! is damaged in any way, or if internal damage may have occurred (for example by being dropped), have it checked by qualified personnel before operating.

8 Safety and Misuse Warnings

Do not install, maintain or operate the Point-It ! without reading, understanding and following the proper instructions and manuals, otherwise injury or damage may result.

Do not operate the Point-It ! if it behaves erratically, or shows abnormal response, heating, smoke or arcing. Turn the unit off, disconnect all cables, and consult your service agent.

Ensure the Point-It ! is turned off when not in use and never leave the Point-It ! and associated PC on or plugged into the mains unattended or overnight.

No connector pins should be touched, as contamination or damage due to electrostatic discharge may result.

Point-It is not designed to resist water penetration. If a spillage occurs Turn the unit off, disconnect all cables, and consult your service agent. Once turned off any spillage over the Point-It ! should be wiped dry without delay. The Point-It ! may not be used outdoors.

Most electronic equipment is influenced by Radio Frequency Interference (RFI). Caution should be exercised with regard to the use of portable communications equipment in the area around such equipment. While the manufacturer has made every effort to ensure that RFI does not cause problems, very strong signals could still cause a problem.

Report any malfunctions immediately to your Service Agent.

9 Warranty

All equipment supplied by Unique Perspectives Ltd. is warranted by the company to be free from faulty materials or workmanship. If any defect is found within the warranty period of 12 months, the company will repair the equipment, or at its discretion, replace the equipment without charge for materials and labor.

The warranty is subject to the conditions that the equipment:

- Has been used solely in accordance with this manual.
- Has not been subjected to misuse or accident, or been modified or repaired by any person other than someone authorised by Unique Perspectives Ltd.
- Has been used solely for the use of alternative mouse input.

10 Sales and Service Information

For Sales and Service advice, or in case of any difficulty, please contact:

Unique Perspectives Ltd.
Ballyclovan
Callan
Kilkenny
Ireland

Telephone: +353 56 7725913
Fax: +353 56 7725936

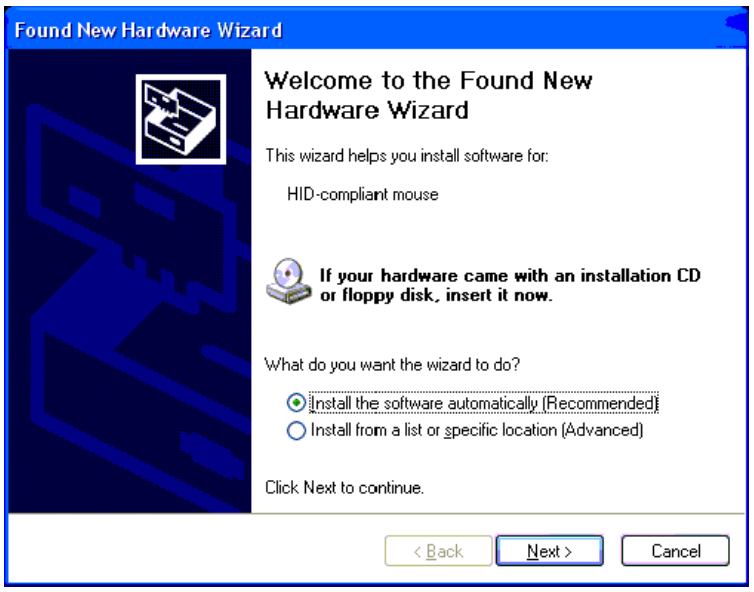
WEB: www.click2go.ie
EMAIL: info@click2go.ie

NOTE: The Point-It! should be clearly labeled with the manufacturer's service agent's telephone number.

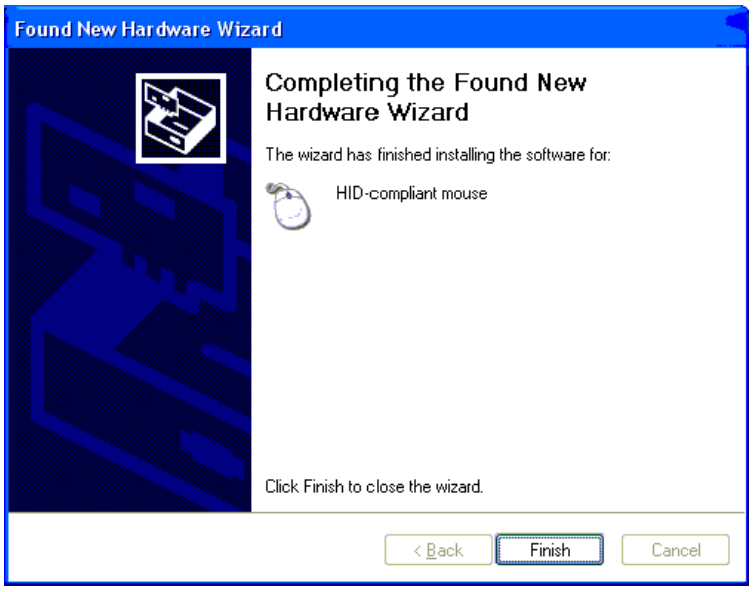
Appendix A USB Driver Installation

Point-It! USB Hardware Installation – Windows XP

Windows will automatically detect when you plug the Point-It joystick into the USB port of your computer. If the Human Interface Device driver necessary to run USB pointing devices is not installed then Windows will run the “Found New Hardware Wizard”


Found New Hardware Wizard
Welcome to the Found New Hardware Wizard
This wizard helps you install software for:
HID-compliant mouse
If your hardware came with an installation CD or floppy disk, insert it now.
What do you want the wizard to do?
Install the software automatically (Recommended)
Install from a list or specific location (Advanced)
Click Next to continue.
< Back
Next >
Cancel

Click on “Install the software automatically” and then click “Next”. Windows will automatically install the Human Interface Device (HID) driver.



Click “Finish” to finish installing the driver. The Point-It! Joystick is now ready for use.

Point-It! USB Hardware Installation – Windows 98

Windows will automatically detect when you plug the Point-It joystick into the USB port of your computer. If the Human Interface Device driver necessary to run USB pointing devices is not installed then Windows will run the “Add New Hardware Wizard”

Add New Hardware Wizard
This wizard searches for new drivers for:
USB Human Interface Device
A device driver is a software program that makes a hardware device work.
< Back
Next >
Cancel

Click on “Next”

Add New Hardware Wizard
What do you want Windows to do?
Search for the best driver for your device. (Recommended).
Display a list of all the drivers in a specific location, so you can select the driver you want.
< Back
Next >
Cancel

Click on “Search for the best driver” and then click “Next”.

Add New Hardware Wizard
Windows will search for new drivers in its driver database on your hard drive, and in any of the following selected locations. Click Next to start the search.
Floppy disk drives
CD-ROM drive
Microsoft Windows Update
Specify a location:
D:\WINDOWS
Browse...
< Back
Next >
Cancel

Insert your original Windows 98 CDROM into your CD drive. Click on “CD-ROM drive” and then click “Next”.

Add New Hardware Wizard
Windows driver file search for the device:
USB Human Interface Device
Windows is now ready to install the best driver for this device. Click Back to select a different driver, or click Next to continue.
Location of driver:
C:\WINDOWS\INF\HIDDEV.INF
< Back
Next >
Cancel

Click “Next”. The USB Human Interface Device driver will be installed.

Add New Hardware Wizard
USB Human Interface Device
Windows has finished installing the software that your new hardware device requires.
< Back
Finish
Cancel

Click “Finish” to finish installing the driver. The Point-It! Joystick is now ready for use.